

Department of Finance		<b>Fund: 0116a</b> <b>PAGE 1</b> Renumbered From:
<b>STATE OF CALIFORNIA</b> <b>MANUAL OF STATE FUNDS</b>		
<b><u>Legal Title</u></b> Wine Safety Fund		
<b><u>Legal Citation/Authority</u></b> Chapter 1025, Statutes of 1993 Business and Professions Code section 23320.6		
<b><u>Fund Classification</u></b> <b><u>GAAP Basis</u></b> Governmental/Special Revenue	<b><u>Fund Classification</u></b> <b><u>Legal Basis</u></b> Governmental/Other Governmental Cost Funds	
<b><u>Purpose</u></b> The Wine Safety Fund as a depository for fees collected from winegrowers, wine blenders and wine importers. Fees deposited will be used to fund programs to enable the Department to carry out and supervise a program to ensure that levels of lead in wine sold in the state remain within applicable tolerances		
<b><u>Administering Agency/Organization Code</u></b> Department of Public Health/Org 4265		
<b><u>Major Revenue Source</u></b> Fees paid by wine growers, wine blenders, and wine importers including any interest accrued shall be deposited in this fund.		
<b><u>Disposition of Fund (upon abolishment)</u></b> Pursuant to Government Code 16346, absent language identifying a successor fund, any balance remaining in this fund upon abolishment, shall be transferred to the General Fund.		
<b><u>Appropriation Authority</u></b> Upon appropriation by the Legislature.		
<b><u>State Appropriations Limit</u></b> <b>Excluded</b> - Revenues in this fund are not proceeds of taxes, however, when transferred, may become proceeds of taxes. These revenues are used to regulate the activities engaged in by the payers.		
<b><u>Comments/ Historical Information</u></b> Business and Professions Code Section 23320.7 (c) abolishes this fund effective January 1, 2000. Original Administrative Organization Code 4260 was changed to 4265 due to the Department of Health Services splitting into two departments effective July 2007 according to Chapter 241, statutes of 2006 SB162. Chapter 288, Statutes of 1999 (SB791) abolishes this fund.		